Color Dreams

INSTRUCTION MANUAL

SILENT ASSAULT

SILENT ASSAULT CONTROL SUMMARY

Controls

Left and Right Arrows:	Move the Commando in the indicated directions.
Down Arrow:	Moves the Commando into a combat crawl position.
Up Arrow:	Allows the Commando to aim upwards.
Button A:	Causes the Commando to jump.
Button B:	Fires the current weapon on hand.
Select Button:	Tosses a grenade.
Start Button:	Starts the game. Also freezes the game.

Special Objects

Rifle:	Increases your fire power.
Metal of Bravery:	Makes you invulnerable for a few seconds.
Iron Heart:	Replenishes half a shield.
Enemies and Gunfire:	Reduces half a shield when the Commando comes into contact with either.
Mines and Torches:	Are fatal to the Commando.

SILENT ASSAULT
I. Introduction

A sinister alien power has taken control of the Earth's military forces. Chosen by fate, you are the only person that the interstellar demon creatures cannot possess. Engage enemy infantry as you gather additional armament. Infiltrate a besieged city to secure the heavily guarded munitions factory and nuclear reactor. Engage bizarre creatures from the scorching desert to the dark and forbidding forest. It's a race against time, and your time is almost up.

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PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo® system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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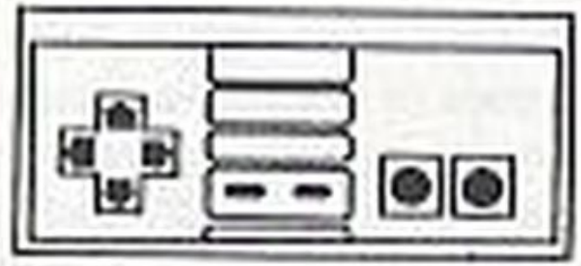
II. GAME CONTROL



Left and Right Arrows: Move the Commando in the indicated directions.

Down Arrow: Moves the Commando into a combat crawl position to duck bullets and at the same time allows the Commando to fire weapons from a lower level.

Up Arrow: Holding down the Up Arrow and pushing Button B will cause the Commando to fire upwards.

Button A: Causes the Commando to jump.

Button B: Fires the current weapon on hand.

Select Button: Tosses a grenade to kill all enemies on the screen.

Start Button: Starts the game. Also freezes the game.

III. GAME MECHANICS

You start each new game with 3 Commandos. Each possess 3 shields shown on the upper left hand corner of the screen. Every time the Commando comes into contact with enemies or bullets he looses half a shield. When your shield is fully depleted you loose a Commando. You can replenish shield power by picking up hearts which occasionally appear when you gun down an enemy. Flying objects often carry additional weapons. Shoot them and jump to retrieve a variety of powerful guns before they vanish. Possession of the Metal of Bravery keeps you indestructible for the few seconds when the Commando is flashing.

There are a total of 6 worlds filled with explosive action and challenging terrain. Survive any way you can. . . just thank God that you are alive and in one piece.

IV. WEAPONS

BAZOOKA LAUNCHER

SHOTGUN

MACHINE GUN

Additional weapons will sometimes appear when you bring down enemy Surveillance Crafts.

Bazooka Launcher: The Commando starts out with this basic weapon.

Shotgun: Gives you wide angle firing power.

Machine Gun: Gives you fast repeating bullets.

V. SPECIAL OBJECTS

Special objects wil sometimes appear when you shoot down Facility Guards or Mummies.

METAL OF BRAVERY

Metal of Bravery: Makes you invulnerable for a few seconds.

IRON HEART:

Iron Heart: Replenishes half a shield.

VI. ENEMIES

FACILITY GUARD
G-2

FACILITY GUARD
F-7

SURVEILLANCE
CRAFT SC-W5

SURVEILLANCE
CRAFT SC-E7

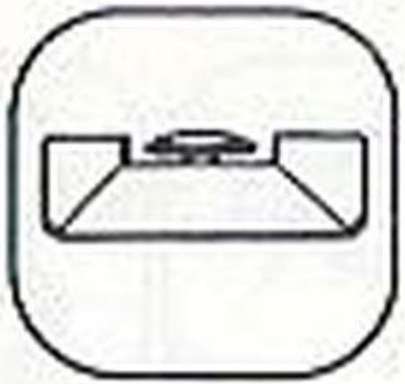
MUMMIES

Surveillance Crafts: Enemy ships guarding the city outskirts and facility perimeters.

Facility Guards: There are numerous guards everywhere. Many of them carry Iron Hearts and some possess the Metal of Bravery.

Mummies: The scorching desert is infested by these demon possessed creatures.

VI. ENEMIES (Continued)



MINES

TORCHES

POWER GATES

Mines: Only the Metal of Bravery can protect you from these fatal devices. Time your jump precisely otherwise you will be blown to bits.

Torches: Watch out for burning torches because your shield is useless against them.

Power Gates: The thought of being crushed by one of these deadly mechanisms is enough cause to avoid them.

VI. ENEMIES (Continued)

SHELLED SLUG

ALIEN ENTITY

TANK

ELECTRA AMOEBA

KILLER HAWK

GAKA MONSTER

ROLLING BOULDER

DEATH SKULL

FLYING BALLOON

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES® is the abbreviation for Nintendo Entertainment System®

90 DAY LIMITED WARRANTY

Color Dreams, Inc. (MANUFACTURER) warrants to the original purchaser that this Color Dreams Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

LIMITATIONS

IF APPLICABLE, ALL IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. In no event shall Color Dreams be held liable for incidental and/or consequential damages for the breach of any express or implied warranties. The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

NOTES

SILENT ASSAULT EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: ____/____/_____ PHONE # (Optional): (_____) _____-_____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1) GAME'S OVERALL ENTERTAINMENT VALUE	1	2	3	4	5
2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1	2	3	4	5
3) COMPARED WITH ALL EXISTING GAMES	1	2	3	4	5
4) VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1	2	3	4	5
5) GRAPHICS (COLOR, DESIGN, ANIMATION)	1	2	3	4	5
6) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1	2	3	4	5
7) DIFFICULTY LEVEL (1: TOO EASY . . . 5: TOO DIFFICULT)	1	2	3	4	5
8) FLAWS OR PROBLEMS (1: NONE . . . 5: TOO MANY)	1	2	3	4	5

PLACE STAMP HERE

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